

GAME BOY ADVANCE

KONAMI

AGB-BFJE-USA

# Frogger's Journey

THE FORGOTTEN RELIC™



INSTRUCTION BOOKLET

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THE FORGOTTEN RELIC™

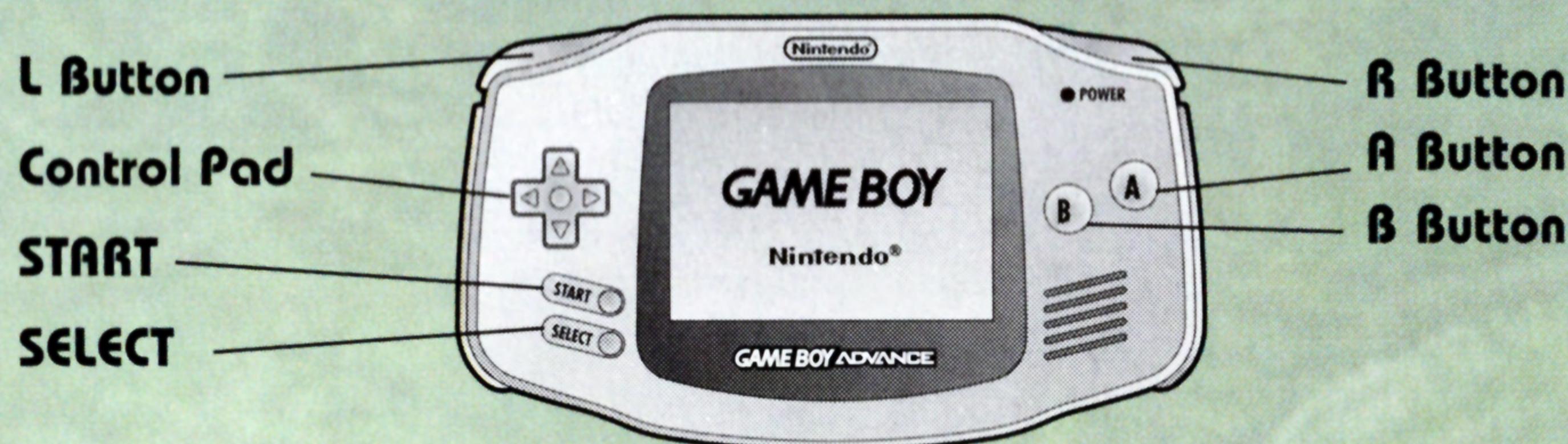
Thank you for purchasing Frogger's Journey The Forgotten Relic™. To get the most from your gaming experience, please read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily.  
(Note: Konami does not reissue manuals.)

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# BASIC CONTROLS



## ACTION CONTROLS

Control Pad ↪ ↑	Hop Left/Right, Up/Down
Α or β Button	Use OPART Abilities (when equipped)
R Button	Pivot Right
L Button	Pivot Left
SELECT	Inventory Screen
START	Pause Screen



# BASIC CONTROLS

## CONVERSATION CONTROLS

A Button	Talk (when facing character)
A Button	Text Scroll
B Button	Text Skip
L Button	Conversation Skip

## INVENTORY CONTROLS

SELECT	Toggle Inventory Screen
L and R Buttons	Scroll Inventory Pages
Control Pad $\leftrightarrow$ and $\uparrow\downarrow$	Highlight Inventory Items
A Button	Equip / Un-equip A Button with highlighted OPART; text scroll for Memo
B Button	Equip / Un-equip B Button with highlighted OPART

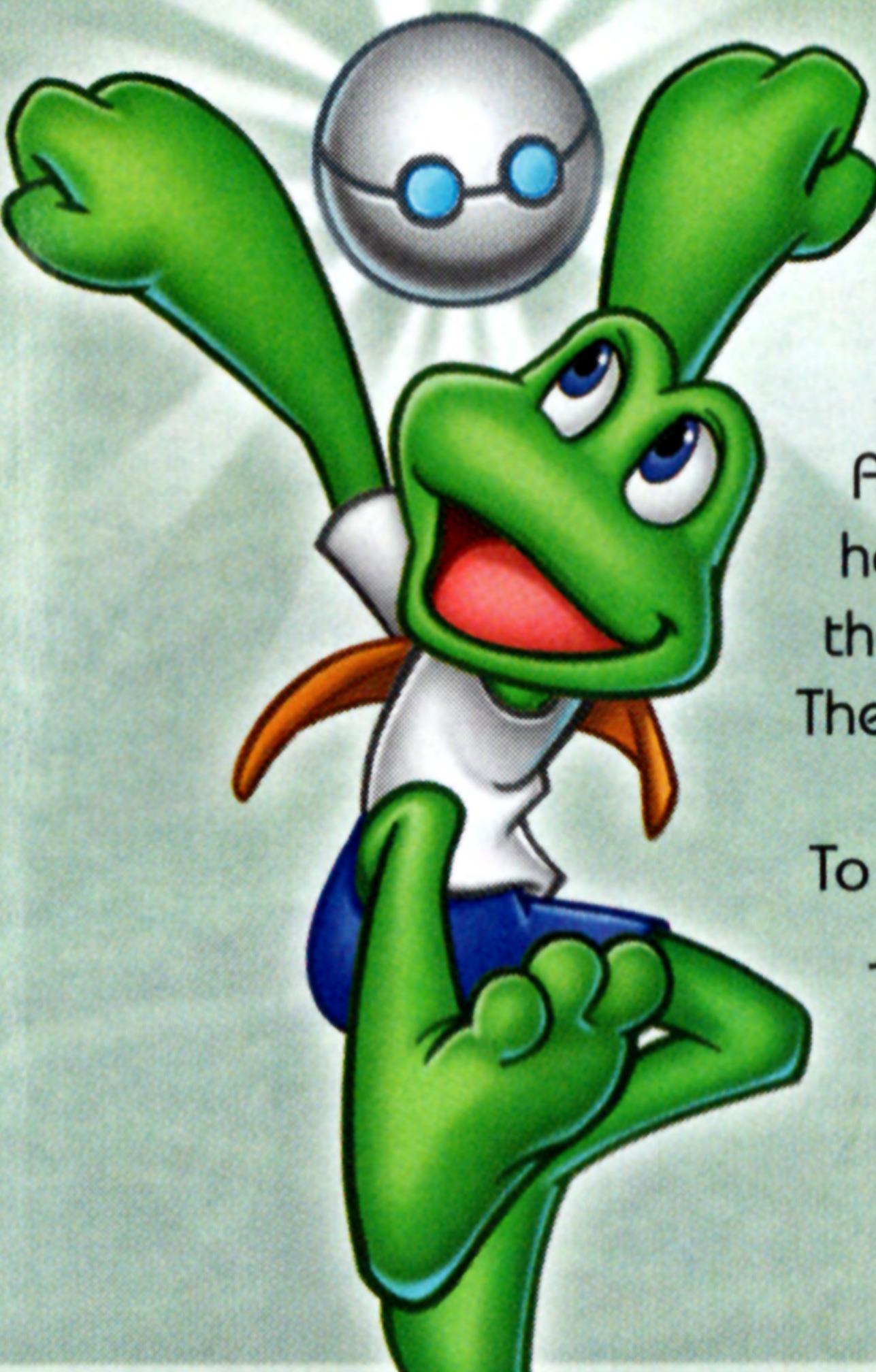


# STARTING THE GAME

1. Turn OFF the power switch on your Nintendo Game Boy® Advance. Never insert or remove a Game Pak when the power is ON.
2. Insert the **Frogger's Journey The Forgotten Relic™** Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Nintendo® Logo and legal screens appear.
4. To begin a game, press START when you see the **Frogger's Journey The Forgotten Relic™** title screen.
5. From the Main Menu, press the Control Pad  to start a new game, or continue a saved game.



# INTRODUCTION

A large green frog with a white belly and blue eyes is shown from the waist up, wearing a white shirt and blue pants. He has his arms raised in excitement. A silver spherical object with blue glowing eyes is floating above his head.

Lately, Frogger has been passing his days lounging around on his lawn chair. Ultimately, boredom has set in. Luckily, adventure has fallen right into his lap, in the form of a cryptic letter from his Grandpa, Finnius. It looks as though it's up to Frogger to journey to an isolated desert town called Kabohti and find his Grandfather.

Along the way, mystery and intrigue await our green hero, as he journeys by land, sea, and air to follow the clues, find Finnius, and uncover the secrets behind The Legend of the Forgotten Relic.

To get started, press START after you see the Frogger's Journey title screen. The Main Menu appears (see Main Menu on p. 8).



# MAIN MENU

The Main Menu is the first screen you see after you press START from the title screen. This is your hopping-off point for the rest of the game. From here, you can start a new game or continue with a saved game.

## NEW GAME

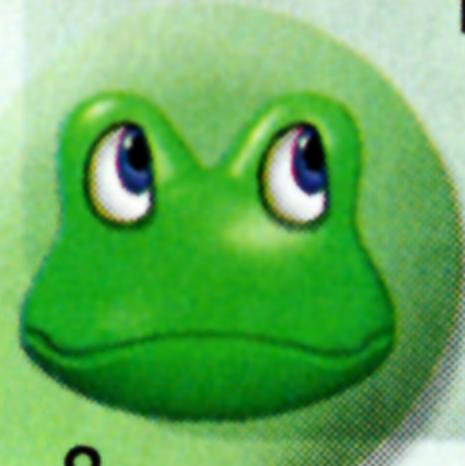
Create a new adventure. Frogger starts with a clean slate and a new enthusiasm for adventure.

## CONTINUE

Continues a game that has been saved.

To make a selection, highlight it by pressing the Control Pad  $\uparrow\downarrow$ . Then press the A Button to proceed. You can always cancel a selection by pressing the B Button to return to the previous screen.

If you choose to continue a saved game, then the next screen lists your saved games. Press the Control Pad  $\uparrow\downarrow$  to highlight the game you wish to load, and then press the A Button to start.



# THE GAME SCREEN



**Life Meter**

**OPART B**

**OPART A**

**Curio Counter**

## LIFE METER

This indicates Frogger's health status. Keep it topped off by avoiding enemies and by eating apples and bananas (see Stage Items on p. 12).

## CURIO COUNTER

This keeps track of Frogger's Curios (see Stage Items on p. 12).

## EQUIPPED OPART A

Shows which item is assigned to the A Button.

## EQUIPPED OPART B

Shows which item is assigned to the B Button.



## SAVING GAMES

To save the game, talk to Rudy in the pub. He's the bartender who is always interested in Frogger's adventures. Save the game frequently, and you won't be sorry.

Face Rudy and press the A Button. Rudy asks if you'd like to save your game. Press the Control Pad  $\leftrightarrow$  to highlight Yes or No, and then press the A Button to accept your answer.



## ADVENTURE TACTICS

If Frogger hops into the water, his Life Meter drops by one, the screen fades out, and he returns to the last checkpoint. But be careful. If the Life Meter runs out, it's Game Over!

**Note: The Legend says that somewhere in the world there is a relic that will allow even the worst swimmers to explore underwater.**

If Frogger falls into a hole, he finds himself in a room from which he must escape in order to return to his previous check point.

Frogger starts with three hearts on his Life Meter. Each time he gets hit by an enemy, a specific amount of this life is taken away depending on what hits him.

**Note: Have Frogger talk to everyone. Be curious! You never know who might have some valuable directions or some information about the right people to visit.**

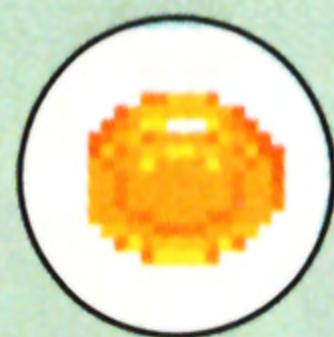


# ITEMS

There are many useful, and sometimes dangerous, items in the stages that Frogger has to explore. For instance, Frogger likes to collect Curios, among other things. Most items can be collected, activated, or investigated simply by hopping onto or over them.

## STAGE ITEMS

These are items that Frogger can find in action stages. He consumes or makes use of them as he hops over them.



CURIO

The Curio is Kabohti's currency. Gather as many of these as possible in the action stages, and use them to buy items and tips in Kabohti.



RED APPLE

This heals a little of Frogger's damage (one heart).



GOLD BANANA

This completely heals Frogger.



# ITEMS



## GREEN PEAR

Certain bad guys force Frogger into an uncontrollable hop for a short period of time. Green pears cure this.



## RANCID FRUIT

These cause damage to Frogger.



## \$ BAG

This bag has 20 Curios in it!



## MAX LIFE UP

Increases Frogger's maximum health so he can take more hits!

**NOTE: There are plenty of hidden items throughout Frogger's adventures. Stay alert so you can find them and put them to good use.**



# ITEMS

## OTHER ITEMS



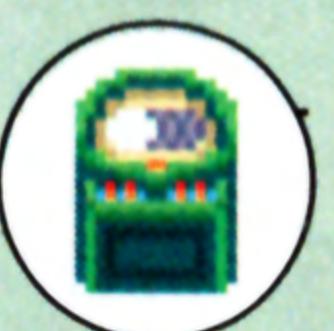
### FURNITURE

Can be found or bought to redecorate Finnius's empty house. Can you find all of the pieces?



### LIBRARY CARD

After paying a one time fee, Frogger can use the library and get tips as much as he wants for free.



### JUKEBOX

Rudy is looking for something for his pub. If you find a jukebox, it might do the trick.

**Note: Treasure chests are hidden in some stages, but nobody knows what's inside.**



# ITEMS



Press the L or R Button to scroll

Event items inventory

Event item description

## EVENT ITEMS

Here are a few items that Frogger gets in the beginning of the game. Frogger needs them to continue on his adventures. Here are some Items that Frogger will find along the way.



SITE PASS

Get this at Leona's house in order to gain access to the dig site.



KEYSTONE

Leona gives this to Frogger as a gift from Dr. Finnus. It is said to unlock great powers.



ROUND RELIC

Frogger discovers this at the dig site while searching for his Grandpa.



# OPART

## OPART INVENTORY

OPART is an Out of Place ARTifact that Frogger's Grandpa has been looking for. It is said to have great powers, and helps Frogger throughout this adventure.

As Frogger explores new stages, he might find other relics. OPART can be upgraded using these relics to give it even more abilities!

The OPART can be equipped with several different tools or powers that enable Frogger to make his way through the action stages. The OPART abilities are equipped from the inventory screen. Access it by pressing SELECT.

**OPART inventory items**

**Button assignments**



**Press the L or R  
Button to scroll**

**Memos Collected**

**OPART Description  
or Memo Text**



# OPART

To equip an OPART:

1. Press the Control Pad  $\leftrightarrow$  or  $\uparrow\downarrow$  to highlight the available abilities in the upper left corner of the screen. A brief description of each ability is displayed.
2. Press either the A Button or the B Button to equip / un-equip the highlighted item to that button. Both can be equipped as long as two or more OPART items are available from the inventory.
3. Press SELECT to return to the action screen.

The assigned OPART items are displayed in the upper right corner of the screen. The Long Jump (see the following page) is the first OPART ability that Frogger acquires. It enables him to hop twice his normal distance. Other abilities allow Frogger to complete different amazing feats.



# OPART

## LONG JUMP



Similar to the Hop, but the Long Jump moves Frogger double the distance. Use this command to leap over gaps, avoid danger, and move quickly from one place to another. Frogger will leap in whatever direction he is already facing. Press the Button you assigned to perform a Long Jump.



## WORLD MAP

Between the town of Kabohti and the various action stages, Frogger goes through the World Map. In the beginning, Frogger only has limited locations to visit. As the game progresses, more stages become available. Sometimes, certain events automatically take Frogger to the next stage.

Otherwise, move around the map by pressing the Control Pad. When ready, select a stage by pressing the A Button.



**NOTE:** It is a good idea to revisit stages even after you have completed them. With new OPART abilities, a whole new area might open up!



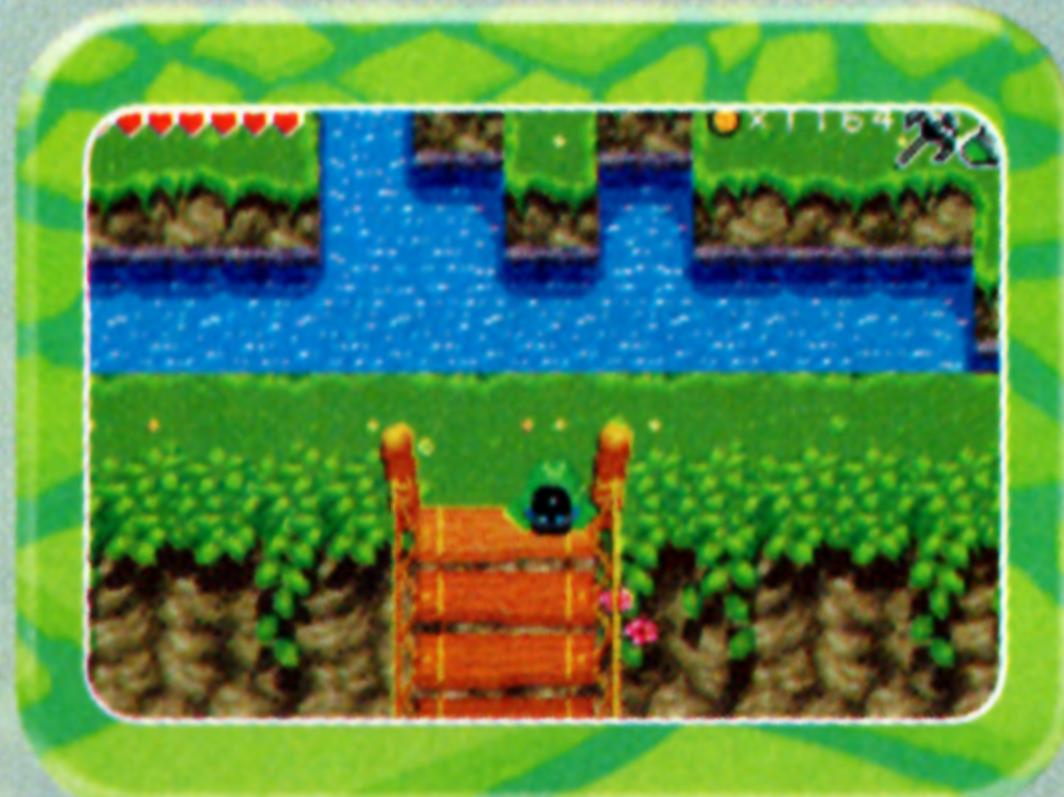
## ACTION STAGES

In town, Frogger's job is to explore and seek out clues. If you have gathered enough information in town, it's time to leave town and move on to the action stages. In an action stage, Frogger needs to complete the stage while avoiding many pitfalls along the way. While he is able to collect Curios and other items, he still needs to watch out for any sign of danger.

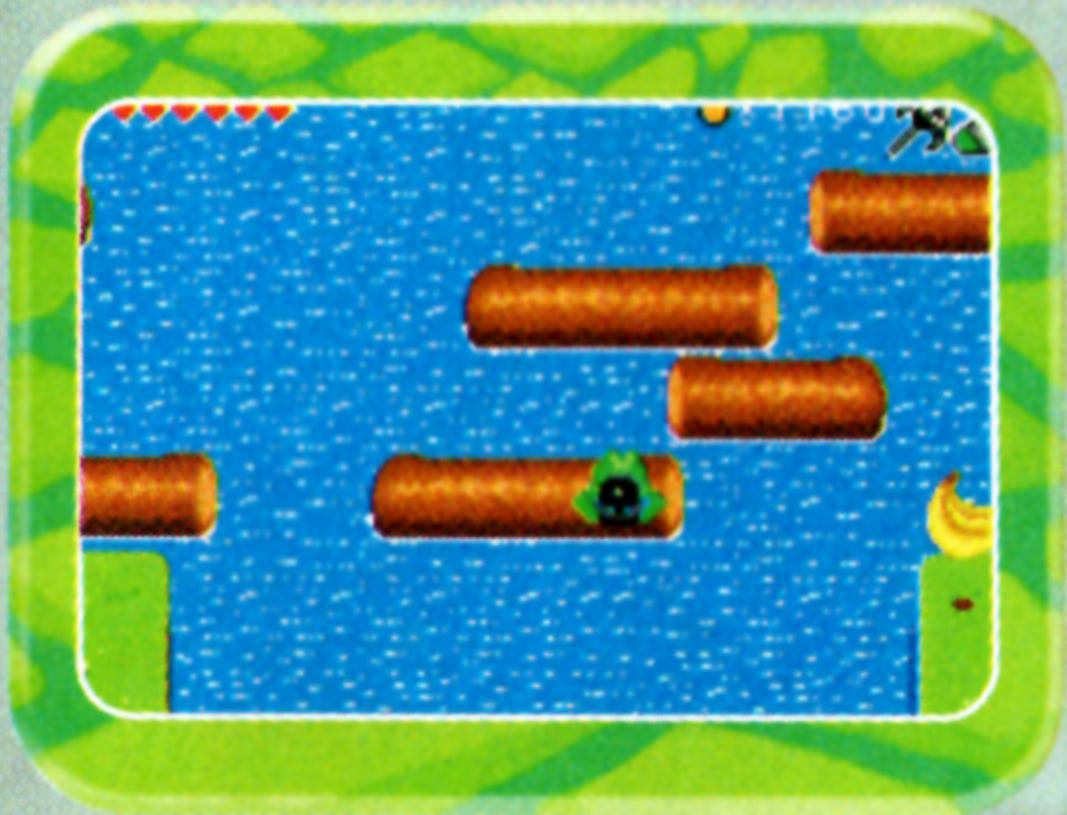
If Frogger falls into a pit or water, he must make his way back to either the last checkpoint that he hopped on, or the entrance of the room.

Below are some of the stages Frogger will visit.

This is an old mining cave that still hides quite a bit of Curio. Dr. Finnus came here often; he believed there was a relic somewhere in this underground maze. The deeper you go the darker it gets, so be careful where you step, the ground might crumble away!



## ACTION STAGES



To cross this river, Frogger will have to rely on his old log-hopping instincts. Many treasures end up in the marsh upstream of this river after storms flood the area. Perhaps Frogger can find something useful here? But be careful; Frogger can't swim!

There are many other places to explore around Kabohti. Some are close and some far, so Frogger may need help getting there. Be aware, every place that Frogger visits seems to have some connection with OPART.



# ENEMIES

Each of the action stages have many dangers that Frogger will have to face. The following creatures are an example of what Frogger might have to deal with in an action stage. Remember, Frogger does not attack enemies; he can only defend himself by dodging the enemies that come at him!



This Pillbug will roll right over you if you are in his way. You have a good chance of hopping by him while he is changing directions.



The Porcupine is a bit nervous, and will shoot out its sharp spikes whenever it gets scared. Just because you aren't on its path doesn't mean you are safe; those spikes can reach far so stay alert.



The Blowfish will jump out of the river, blow up like a balloon, and roll sideways until they fall in the water again. When they are inflated, the spikes on their belly stick out and can be pretty dangerous for Frogger.



As Frogger explores through stages, he will encounter boss enemies. Frogger will have to use his wits and OPART to defeat these monsters that are in his way!

## PAUSE MENU

Press START any time during an action stage to take a break. The Pause Menu appears with a choice to Continue, Restart Stage, or Quit. Press the Control Pad  to select your choice, and then press the A Button or press START to return to your game.



# CHARACTERS



## FROGGER

Our adventurous hero. Frogger came all the way from Firefly Swamp to Kabohti to see his grandfather.



## LEONA

Dr. Finnius's assistant and a helpful advisor in guiding Frogger along his adventures. Find her early in the game and she'll give you some very useful tips.



## FINNIUS

Frogger's grandfather and an archeologist. He was on the verge of making a great discovery when he disappeared. He is forgetful and his memos are usually found in the weirdest places.



## DUSTY

The town mechanic. He can fix pretty much whatever comes out of the dig site. Seek his skills in upgrading the OPART.



## RUDY

Rudy is the Barkeeper. He likes to hear about Frogger's adventures and he saves your games.

# CHARACTERS



**GRIFFITH** The pilot who brings Frogger to Kabohti. Friend of Finnius.



**ATINIUI** The local river guide, Atiniui is the only one who knows how to get to many of the water bound locations.



**NAMDEV** The Librarian. The knowledge that his books carry make Frogger's journey much easier.



**BLACK LOTUS SOCIETY** Secret society that lurks in the shadows. Do they have something to do with Dr. Finn's disappearance?



**ERIC VON VIESEL** A weasel that made his fortune overseas. He controls the archeological sites and, unlike Dr. Finnius, he seeks relics for his own profit. Rumor has it that he is after the OPART's powers for his new secret weapon.



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